

<http://www.replacementdocs.com>



BOLDMOVES

STREETRACING™



WWW.FORDBOLDMOVES.COM
WWW.EIDOS.COM



PFORDBUS03



SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information. The Xbox® Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox® games, are played on them. Static images presented during the normal course of game play may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.



BOLDMOVES



Controls	2
<i>Mapping A (default)</i>	2
<i>Mapping B</i>	3
<i>Steering Wheel Controller</i>	3
Get Ready to Race!	4
Menus	4
<i>Main Menu</i>	4
<i>Team Racing Menu</i>	4
<i>Solo Racing Menu</i>	4
<i>Multiplayer Menu</i>	4
<i>Options Menu</i>	5
<i>Profile Menu</i>	5
<i>Race Settings Menu</i>	5
Team Racing	6
<i>Team Racing Game Screen</i>	6
<i>Switching Vehicles</i>	7
<i>Team Orders</i>	7
<i>Team Race Types</i>	9
<i>Career Progress</i>	9
<i>Team Vehicle Selection</i>	9
Solo Racing	10
<i>Solo Racing Game Screen</i>	10
<i>Solo Race Types</i>	10
<i>Solo Vehicle Selection</i>	11
<i>Track Selection</i>	11
Credits	11

CONTROLS



You can play *FORD BOLD MOVES STREET RACING™* using the Xbox Controller or Steering Wheel. You can select your preferred control configuration from the Controls section of the Options menu.

MAPPING A (default)

Control	In-Game	Menus
	Steer (←/→)	Menu navigation
	Rear view (↓)	—
	Switch forward (↑) Switch backward (↓) Steer (←/→)	Menu navigation
	Brake/Reverse	—
	Accelerate	—
	Select vehicle 2/Team Draft	Accept
	Handbrake	Back
	Select vehicle 1/Team Block	Special function
	Cancel Team Order	—
	Change view	—
	Pause game	—
	—	Back

MAPPING B

Control	In-Game	Menus
	Steer (←/→)	Menu navigation
	Accelerate (↑) Brake/Reverse (↓)	—
	Switch forward (↑) Switch backward (↓) Steer (←/→)	Menu navigation
	Select vehicle 1/Team Block	—
	Select vehicle 2/Team Draft	—
	Accelerate	Accept
	Handbrake	Back
	Brake/Reverse	Special function
	Rear view	—
	Change view	—
	Cancel Team Order	—
	Pause game	—
	—	Back

STEERING WHEEL CONTROLLER

Control	In-Game	Menus
steering wheel	Steer	Menu (←/→)
accelerator pedal	Accelerate	—
brake pedal	Brake/Reverse	—
lower left paddle	Brake/Reverse	—
lower right paddle	Accelerate	—
upper left paddle	Select vehicle 1/Team Block	—
upper right paddle	Select vehicle 2/Team Draft	Accept
directional pad	Switch forward (↑) Switch backward (↓)	Menu navigation
	Select vehicle 2/Team Draft	Accept
	Handbrake	Back
	Select vehicle 1/Team Block	Special function
	Change view	—
	Cancel Team Order	—
	Rear view	—
	Pause game	—
	—	Back

GET READY TO RACE!

Welcome to *FORD STREET RACING*! Race 18 of Ford's most aspirational vehicles through the streets of Los Angeles in a team-based driving experience. You command a team of up to three vehicles, ranging from the classic Boss Mustangs to the brand new 2007 Shelby GT500, with the ability to switch between vehicles in-race and issue team orders while racing — adding elements of team strategy and tactics to the car racing experience.

MENUS

MAIN MENU

QUICK RACE – Compete in a single Solo Race. The fastest way to get racing!

TEAM RACING – Compete in Team Races, competitions and challenges (*see below*).

SOLO RACING – Compete in Solo Races and competitions (*see below*).

MULTIPLAYER – Compete in two-player Multiplayer races (*see below*).

OPTIONS – Select your game options (*page 5*).

PROFILE – Manage your game profile (*page 5*).

TEAM RACING MENU

SINGLE RACE – Compete in a single Team Race. Only unlocked vehicles and tracks are available.

TEAM CHAMPIONSHIP – Compete in a series of Team Racing championships as you build your team of vehicles.

CHALLENGES – Test your driving skills in a series of challenges to win credits.

TUTORIALS – Learn the basics of Team Racing. We recommended that you play these tutorials before competing in a Team Race.

SOLO RACING MENU

SINGLE RACE – Compete in a single Solo Race. Only unlocked vehicles and tracks are available.

CHAMPIONSHIP – Compete in a series of Solo Racing championships.

MULTIPLAYER MENU

Compete in two-player standard races. Selecting **MULTIPLAYER** takes you to the Race Settings menu (*page 5*).

OPTIONS MENU

Autosave

Turn **AUTOSAVE ON** to ensure that your progress and records are automatically saved.

The Autosave Feature in this game is designed to be used with the Xbox Hard Disk. It is not compatible with the Xbox Memory Unit.

Audio

EFFECTS VOLUME – Adjust the game's special effects volume.

MUSIC VOLUME – Adjust the game's music volume.

Display

SPEED UNITS – Select speed readout units: *KILOMETERS PER HOUR* or *MILES PER HOUR*.

Controls

The Controls options appear after you select either **PLAYER 1** (controller port 1) or **PLAYER 2** (controller port 2).

BUTTON MAPPING – Select a button mapping; *MAPPING A* (default) or *MAPPING B*.

VIBRATION – Turn the controller's vibration function *ON/OFF*.

Credits

Select this option to view the game credits.

PROFILE MENU

Your profile contains your progress, best lap time and other information.

SAVE – Save your current profile.

LOAD – Load a previously saved profile.

VIEW PROGRESS – View your game progress.

RACE SETTINGS MENU

The Race Settings menu appears before a Single race in Team, Solo and Multiplayer modes. (Menu options differ depending on the mode and race type selected.)

RACE TYPE – Select the type of race.

OPPONENTS – Select the number of opponents (Solo and Multiplayer modes).

OPPONENT TEAMS – Select the number of opponent teams (Team mode).

OPPONENT TYPE – Select the opponent type; *MIX* (mixture of vehicles) or *MATCH* (same vehicle as yours).

DIFFICULTY – Select a difficulty level; *EASY*, *MEDIUM* or *HARD*.

NUMBER OF LAPS – Select the number of laps in the race.

TEAM RACING

Control a team of either two or three vehicles that must work together to ensure they each finish in the highest position possible. The team with the highest point total wins — not the team that crosses the finish line first.

As leader of your team, you have three special skills available: you can *SWITCH* between team vehicles to take control of them and also issue *BLOCK* and *DRAFT* orders to your team members. It is essential that you use combinations of Switching, Blocking and Drafting to develop your race strategy and racing tactics. As you play through the Team Championship, you will need these skills to win against more powerful teams.

We recommended that you play the Team Racing Tutorials (*page 4*) before competing in a Team Race.

TEAM RACING GAME SCREEN



Pack Position Indicator

Shows the current positions of all vehicles in the race. The vehicle displayed at the top is leading the pack. A white box indicates your vehicle; a readout in the box displays your vehicle's current race position. Black boxes indicate your team members. Each box displays the button you can use to select that vehicle and a symbol indicating the vehicle's current maneuver (*page 7*). The background color of each box matches the color of the **Team Member Indicator**.

Team Position Indicator

Shows the current positions of all the teams in the race in their team colors. The team displayed at the top is leading the race. Team points and team position are calculated from the current position of each vehicle in the team. At the end of the race, finishing points are awarded to each team.

Position	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Points	10	8	7	6	5	4	3	2	1

Track Map

Shows the layout of the track ahead. Dots indicate the positions of all vehicles in the race in their team colors; a checkered marker indicates the start/finish line. Above the map is a readout of your vehicle's current lap and total number of laps in the race. Below the map is a readout of your vehicle's current speed. **Use the Rear View camera to see a reverse view of the track and all vehicles behind you.**

SWITCHING VEHICLES

Switching vehicles enables you to:

- take control of any team vehicle and advance its position in the pack;
- get into the best position from which to issue team orders; and
- have a greater awareness of the race situation.

At any time while racing, you can switch the vehicle you control by pressing the Switch Forward or Switch Backward button. Switch Forward switches your control to the team vehicle ahead of you; Switch Backward switches control to the team vehicle behind you. When you switch vehicles, the action pauses as you are transferred to the new vehicle. You take control of the new vehicle as soon as the action returns to normal speed.

- If you are currently racing the leading vehicle of your team and you Switch Forward, you will “wrap around” and be transferred to the trailing vehicle of your team. Conversely, if you are racing the trailing vehicle of your team and you Switch Backward, you will be transferred to the leading vehicle of your team. **Try to keep your team together as this allows you to race more effectively as a team.**

TEAM ORDERS

As the leader of your team, you can issue *Block* orders to slow down opposing team vehicles or *Draft* orders to advance your vehicles up the racing pack. Before issuing an order you must select which team member to order.

Team Member Selection

Team Member Indicator:  Awaiting selection  Awaiting an order

Team members have the same team color and team member indicator displayed above their vehicles. The color of the team member indicator matches the background color of the appropriate box in the pack position indicator, so that you can tell your two team members apart.

Select a team member by pressing the *Select Vehicle 1* or *Select Vehicle 2* button (buttons are indicated on the pack position indicator). When selected, the vehicle will change to an alerted state as it awaits an order. Once a team member is alerted, you can issue an order to that vehicle. You can also select both team members by pressing both *Select Vehicle* buttons simultaneously.

- A vehicle will remain alert for only a few seconds before reverting back to awaiting a selection.

Blocking

Team Member Performing:  Block  Double Block  Triple Block

Blocking orders team members to maneuver in front of opponent vehicles to slow them down so your trailing vehicles can catch up. A successful block results in the targeted vehicles braking heavily and weaving across the track as they regain control. Vehicles performing a blocking maneuver emanate a red glow from the rear.

To issue a *Block* order, press the *Team Block* button when a vehicle is selected. Both the icon above the vehicle and its pack position indicator will change.

For more effective blocking, wait until your team member is in front of an opponent vehicle before telling it to block. Also, try performing *Double Block* and *Triple Block* maneuvers by issuing *Block* orders to team members who are close together; if they are close to your vehicle they will join in a *Block* maneuver with you.

- Use the Track Map to help yourself time when to issue *Block* orders to team members off-screen.

Drafting

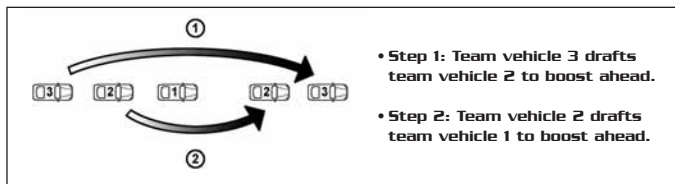
Team Member Performing:  Draft  Double Draft  Triple Draft

Drafting, sometimes known as slipstreaming, is a racing maneuver that enables one vehicle to gain a speed boost by closely following another vehicle, and then, as a result, overtake the vehicle being drafted. A vehicle currently drafting emanates a slipstream effect from the rear.

To issue a *Draft* order, select a vehicle and then press the *Team Draft* button. Both the icon above the vehicle and its pack position indicator will change.

For more effective drafting, perform *Double Draft* and *Triple Draft* maneuvers by issuing *Draft* orders to team members who are close together; if they are close to your vehicle then you will be involved in the *Draft* maneuver. During a draft maneuver, the team vehicles involved (starting with the trailing vehicle) take turns drafting and boosting past the team vehicle ahead.

A complete Triple Draft maneuver involving three vehicles is shown below:



- Get closer to the team vehicle ahead to gain a more effective boost.
- Chain draft maneuvers by issuing a second *Draft* order as soon as the first maneuver is complete.
- Use the Track Map to help yourself time when to issue *Draft* orders to team members off-screen.
- Avoid drafting on tight corners and narrow sections of track.

Cancel Team Order

You can cancel team orders at any time by pressing the *Cancel Team Order* button.

Advanced Maneuvers

You can issue *Block* and *Draft* orders to different team members; for example, you can double-draft with one team member while another team member is blocking. You can also switch vehicles during a draft maneuver so you're always controlling the vehicle that has the speed boost. Experiment with different combinations of maneuvers and switching vehicles to improve your team's performance.

TEAM RACE TYPES

TEAM RACE – Standard Team Race.

TEAM ELIMINATION – At the end of each lap, the last two vehicles are eliminated from the race. Keep your team to the front of the pack to ensure success.

TEAM DUEL – Starting as a one-on-one duel, at every two laps the team size increases until the race becomes a three-on-three team duel.

CAREER PROGRESS

As you compete in the various team championships, you win awards based on your finishing positions in races, competitions and championships. These awards are in the form of credits, vehicles, tracks, challenges and championships. The higher the position you achieve in a race, the better the rewards. Once a track, challenge or car has been awarded, it is then available for use in all game modes of *FORD STREET RACING*. **You only receive the credit award the first time you complete a challenge.**

- **RANK** – For each competition you are awarded a Rank: Gold, Silver or Bronze. Your rank is based on your finishing position in each race; you need to win them all to get Gold!
- **SHOWROOM** – Spend your credits in the Showroom to purchase new vehicles (from vehicles you have unlocked) for your team. **When you first enter the Team Championship you will need to buy some vehicles from the Showroom.**
- **GARAGE** – This is where you can view vehicles you have bought, repair damaged vehicles, or sell vehicles you no longer need.
- **CHALLENGES** – Challenges are a way of pushing your driving skills to the limit and earning extra credits to spend on your team.

TEAM VEHICLE SELECTION

Before entering a Team Race, you must select a team of vehicles to race. In Team Single races, your team is always constructed from three vehicles. Selecting your first vehicle will “lock” the vehicle class — *Classic*, *Performance* or *High Performance* — and you will have to select your remaining two vehicles from the same class. You can also choose your team color while selecting your team.

In Team Championship races, you must select a team of vehicles from those in your garage. Vehicles that do not match the criteria for the competition you are entering will not be available for selection.

When you have chosen your team of vehicles and team color, you can proceed to track selection.

SOLO RACING

In Solo Racing events, you drive one vehicle. With no Team Racing strategy to worry about, you can concentrate on improving your driving skills.

SOLO RACING GAME SCREEN



Pack Position Indicator

Shows the current positions of all vehicles in the race. The vehicle displayed at the top is leading the pack. A white box indicates your vehicle; a readout in the box displays your vehicle's current race position.

Track Map

Shows the layout of the track ahead. Dots indicate the positions of all vehicles in the race: your vehicle is indicated by a yellow dot; other vehicles are indicated by blue dots. A checkered marker indicates the start/finish line. Above the map is a readout of your vehicle's current lap and total number of laps in the race. Below the map is a readout of your vehicle's current speed. **Use the Rear View camera to see a reverse view of the track and all vehicles behind you.**

Standard Race Readouts

TIME – Your current lap time.
BEST – Your best lap time for this race.

Overtake Readouts

TIME – Time remaining for this challenge.
CARS – Number of cars overtaken/ target number of cars to overtake.
CLEAN – Number of cars overtaken cleanly in succession.

Time Trial Readouts

TARGET – Target lap time to beat.
CURRENT – Your current lap time.
LAST – Time taken for your previous lap.
RECORD – Current lap record for this vehicle.

SOLO RACE TYPES

STANDARD RACE – A standard race. Cross the finish line first to win!

ELIMINATION – At the end of each lap, the last two vehicles are eliminated.
Can you survive long enough to win?

TIME TRIAL – You against the clock.

DUEL – Head-to-head racing. Cross the finish line first to win!

OVERTAKE – Leave the opposition standing! Overtake as many vehicles as you can in the time allowed. You are rewarded for clean driving; overtake three cars without hitting them to gain more time.

SOLO VEHICLE SELECTION

To select a vehicle to race, first choose a *Classic*, *Performance* or *High Performance* class of vehicle. Then select the vehicle you want to race and its color. Vehicles you have not yet unlocked appear in silhouette.

TRACK SELECTION

To select a track to race on, scroll left or right through the available tracks and use the *Menu Up* and *Menu Down* controls to switch between the forward or reverse direction of the track.

- Tracks displayed with a padlock icon indicate that the track is locked and not currently available for selection.

CREDITS

RAZORWORKS

Production

Kevin Bezant, Steve Hart, Jennie Bates

Art

Rick Nath, Kam Chana, Steven Crow,
Simon Davies, James Morris,
Dan Zelcs, Marco Segers, Mika Valimaa,
Damien Murphy, Adam Wilkinson,
Andrew Jackson, Daniel Martinez-Normand,
John Wilkinson, Keith Burden, Sanjay Nath

Design

Anthony Lewis, Mike Harman

Programming

Dave Proctor, Todd Gibbs, Jeff Sheard,
Dave Lomas, Dan Clarke,
Graham Blackwood, Kostas Pataridis,
Jason Turner, Ioannis Venetsanopoulos

Lead Sound Designer/

Music Composer
Richard Beddow

Additional Musician

Roy Adams

Additional Sound Design

Greg Hill – Soundwave Concepts

Internal QA

Gavin Clark, Richard Hughes

EMPIRE INTERACTIVE

Senior Executive Producer

Simon Prytherch

Producer Support

Steve Metcalf

QA Manager

Dave Cleaveley

Assistant QA Manager

Steve Frazer

QA Lead

Cliff Ramsey

QA

Kyle Brewer, Wayne P Gardner,
Darren T Bennett, Phil Octave,
James Knight, James Davis

Special Thanks To

The Beanstalk Group, Terry Watts,
Pam Goodey (our Los Angeles tour guide),
Richard T. Weaver (Motor Services),
NemeSys Technology, Inc.
& The Scarbee J-Slap,
Keith LeBlanc/The Mix – Cymbals

EIDOS U.S. PUBLISHING

CEO & President,
Eidos North America
Bill Gardner

Executive Vice President
of Sales & Marketing
Robert Lindsey

Vice President,
Legal & Business Affairs
James O'Riordan

Publishing Coordinator,
Legal and Business Affairs
Clint Waasted

Vice President of Finance
Malcolm Dunne

Vice President of Human Resources
Edie Dykstra

Director of Marketing
Matt Gorman

Marketing Manager
David Bamberger

Director of Public Relations
Michelle Seebach Curran

Public Relations Manager
Matt Dahlgren

National Sales Manager
Joe Morici

Channel Marketing Manager
Janty Sumimoto

Senior Channel Marketing Specialist
Ilana Budanitsky

Channel Marketing Project Manager
Diane Eng

Channel Marketing Coordinator
Rafal Dudzicz

Director of Marketing
Communications
Stephanie Lipetzky

Creative Services Project Manager
Eileen Buenviaje

Media Specialist
Michael Tran

Graphic Designer
James Song

Web Producer
Roderick Van Gelder

Web Designer
John Lerma

Events Manager
Annie Meltzer

Operations Manager
Gregory Wu

Senior External Producer
Nick Goldsworthy

Associate Project Manager
Clayton Palma

Associate Manager
of Product Operations
Colby McCracken

Customer Support Supervisor
Sean McCloskey

Customer Support Care
Adam Braswell

QA/CS Manager
Mark Cartwright

QA Supervisor
Aaron Safronoff

QA Lead
Stephen Cavoretto

QA Technicians
Aaron Keillor, John Hayes,
Nicholas Coopridge, Nicholas Lutz,
Wilfredo Dimas, Richard Hartzell

Special Thanks
Mark Bentley, Sandra Greenberg,
Jim Ryan, Jill Harrell, Patrick Mulligan,
Bill Price, Karl Stewart, Danny Jiang,
Elyse Hughes, Jason Bergquist, Everyone
at the Ford Global Licensing team,
Hanshaw Ink & Image

Register online at www.eidosregistration.com

EIDOS, INC., LICENSE & LIMITED WARRANTY

Eidos, Inc., warrants to you, the original purchaser of this disc, that for a period of ninety (90) days from the date of your purchase, this disc shall be free from defects in materials and workmanship. If, at any time during the applicable ninety (90) day warranty period you determine that this limited warranty has been breached, Eidos, Inc., agrees, in its sole option, to repair or replace, free of charge, any such disc, provided the disc is returned postage-paid to the Eidos, Inc., Factory Service Center and a proof of date of purchase is included. This limited warranty is not applicable to normal wear and tear and shall be void with respect to any defects that arise from disc abuse, unreasonable use, mistreatment or neglect. This disc is sold "as is" without any warranties of any kind, express or implied, including implied warranties of merchantability or fitness for a particular purpose, other than the limited warranty expressly stated above. No other claims arising out of your purchase and use of this disc shall be binding on or obligate Eidos, Inc., in any manner. Eidos, Inc., will not be liable to you for any losses or damages incurred for any reason as a result of your use of this disc, including, but not limited to, any special, incidental, or consequential damages resulting from your possession, use or malfunction of this disc. This limited warranty states the entire obligation of Eidos, Inc., with respect to the purchase of your disc. If any part of this limited warranty is determined to be void or illegal, the remainder shall remain in full force and effect.

For warranty support please contact our Customer Support department at (415) 615-6220. Our staff is available Monday through Friday, 9:00 a.m. to 12:00 noon and 1:00 p.m. to 5:00 p.m. Pacific Time. You are responsible for all toll charges. **Customer Support Representatives will not provide game hints, strategies or codes.**

PRODUCT RETURN PROCEDURE

In the event our support agents determine that your game disc is defective, you will need to forward material directly to us. Please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you an authorization number that must be included and you will need to include a daytime phone number so that we can contact you if necessary. Any materials not containing this authorization number will be returned to you unprocessed and unopened. Send your postage-paid package to the following address:

Eidos, Inc. Customer Services
RMA# (state your authorization number here)
651 Brannan Street, Suite 400
San Francisco, CA 94107

You are responsible for postage of your game to our service center.

Ford Oval and nameplates are registered trademarks owned and licensed by Ford Motor Company. www.ford.com Shelby® and GT-500® are registered trademarks and/or intellectual property of Carroll Shelby and Carroll Shelby Licensing, Inc. and are used by Empire Interactive Europe Ltd. under license. Empire is a registered trademark of Empire Interactive Europe in the UK, Europe, and/or other countries. Dolby, Pro Logic, and the Double-D symbol are trademarks of Dolby Laboratories. Developed by Razorworks. Eidos and the Eidos logo are trademarks of Eidos Interactive Ltd. All Rights Reserved. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. The rating icon is a registered trademark of the Entertainment Software Association.